



The Dark Eye

CHAINS OF SATINAV

МАНУАЛ

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HEALTH ADVICE

Legal notice: Some persons may suffer epileptic seizures or impaired consciousness if they are exposed to certain lighting effects or flashes of light.

Such persons might suffer a seizure when using a computer. Even people without a medical history of epilepsy who never had an epileptic seizure in the past can be affected. If at any time symptoms associated with epilepsy (seizures or impaired consciousness) occurred in you or your family members when exposed to flashes of light, please consult your physician prior to using this software.

In any case, the following rules should be observed when playing a video game:

- Do not play when you are tired or suffer from lack of sleep.
- Please make sure that the room in which you play is well-lit.
- Please take a 10-15 minutes break once per hour.

INTRODUCTION

Thank you for purchasing The Dark Eye - Chains of Satinav, the new adventure game from Daedalic Entertainment and Deep Silver. Follow our hero Geron and his companions on an adventurous journey leading you through the world of The Dark Eye. Discover mysterious realms full of magic and wicked creatures. Face the danger and save your home from destruction!

Agonizing nightmares, dark visions, mysterious deaths... ever since the Kingdom of Andergast has been befallen by a plague of crows, the superstitious citizens can not find peace. Young bird catcher Geron is the only one who sees the arrival of the sinister creatures as a blessing, giving him a welcome chance to finally disprove his reputation of being cursed to bring misfortune. But as he soon discovers, he will need more than a net and some bait to overcome the evil that his brewing - the crows are only the first portent of a dark power that is striving to engulf all of Andergast...

The Dark Eye - Chains of Satinav is a point & click adventure. Use the mouse to control the protagonists through the game world and face a myriad of puzzles that will challenge your eye for detail and your powers of deduction. Always examine your surroundings closely and talk to everyone you meet along the way. Collect all objects that seem useful and investigate or combine them in your inventory.

Adventure awaits - Aventuria needs you!

THE STORY SO FAR...

Thirteen years ago, a sinister prophet was burned at the stake in the town of Andergast. Nobody knew his true name. Time and time again, he had predicted dark things and misfortune that reliably befell the citizens of Andergast..

Among the spectators at his execution was a poor raven-haired child. As the procession with the disgraced convict passed by, the boy met the eyes of the Seer and with his last words the doomed prophet predicted a dark future for the child. The next moment, the stake was lit and the flames consumed the Seer's body.

The black haired child's name was Geron and he grew up to be a gifted trapper. But ever since the fateful day of the execution, the words of the Seer have haunted him in the eyes of the people of Andergast, who regard him with suspicion. Feeding their mistrust, things in Geron's presence have a tendency to break or disappear mysteriously.

As our story begins, young Geron works as a trapper and has a lot of trouble on his hands. Flocks of crows have been acting strange, aggressively and fearlessly attacking humans. Some people report that they have brought them twisted nightmares. When some of the once celebrated heroes, who had executed the Seer thirteen years before, are found dead and with their eyes picked out, rumors spread throughout the city. Many believe that the ghost of the Seer has returned to take revenge. And many eye Geron with suspicion.

When the king calls for a trapper for an important quest, Geron grasps his chance to clear his name once and for all. And so Geron gets entangled in a story that will prove to be of greater importance than he could ever have expected.



CHARACTERS

The young trapper's life hasn't been easy since a Seer on his day of execution foretold *Geron* that he would "bring the end". Since that day this dark prophecy weighs heavy on the boy. The other citizens of Andergast treat him with mistrust and say that bad luck follows in his path. Now that a strange plague of crows is spreading across the countryside, Geron finally sees a chance to redeem himself. But for that he'll have to attract the king's attention. Maybe his latent magical abilities that allow him to cast a weak destructive spell might be of help in the matter.



GERON



GWINNING

Gwinning has always been a misanthropic outsider. Never enjoying the company of others, he retreated into the loneliness of the wild forest as a hunter. He led the capture party from Andergast to the Seer's hideout, where he was captured to be burned at the stake. Gwinning attended the execution and witnessed the doomed prophet was pointing at the orphaned boy child with pitch-black hair and eyes. The hunter adopted the child and raised him to be a bird catcher.

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The son of an outcast Horasian baron, *Efferdan* the Younger of Hussbek-Galahan married the elder daughter of the old king of Andergast. Amongst the confusion about the succession to the throne, he unexpectedly became the new monarch of Andergast. Striving to reform the deeply conservative Andergast, he has been eager to end the age-old conflict with the nearby kingdom of Nostria. A visit of the Nostrian queen Yolande II to Andergast is intended to kickstart his peace

efforts, but they are jeopardized when the crows plaguing the city vandalize the royal chambers of his castle.

Many secrets surround the mysterious *Nuri*. Searching for a solution to the crow menace, his foster father Gwinling sends Geron to seek out this otherworldly girl and bring her to Andergast. But it seems that Geron is not the only one interested in *Nuri*. Soon dark occurrences involving the return of the Seer will force them to leave Andergast and set out on a dangerous adventure in the northern regions of Aventuria. On their journey, *Nuri* comes to Geron's aid with her useful magic that allows her to repair small objects.



SYSTEM REQUIREMENTS

- Windows XP/Vista/7
- 2.5 GHz Single Core or 2 GHz Dual Core processor
- 2 GB RAM (2.5 GB for Windows Vista/7)
- OpenGL2.0-compatible graphic card with 512 MB RAM (shared memory is not recommended)
- DirectX9.0c-compatible sound card
- 6 GB free disk space
- DVD drive
- Mouse (third mouse button and wheel recommended)
- Internet access (for Steam activation)

INSTALLING THE GAME

Please insert the game DVD into your DVD drive. If the Windows autostart function is activated, the installation will proceed automatically. Please follow the instructions on the screen. If autostart is deactivated, please start the installation manually by navigating to your DVD drive with Windows Explorer and launching the file "setup.exe" with a double-click.

The Dark Eye - Chains of Satinav uses Steam activation, please ensure your computer is connected to the internet and that you have registered a Steam user account. At the beginning of the installation, you will be prompted to login to your Steam user account. In case you don't have a Steam user account, you will now able to register a new one. Once logged in, you will be able to install and activate the product, using the activation code on the back of the manual.

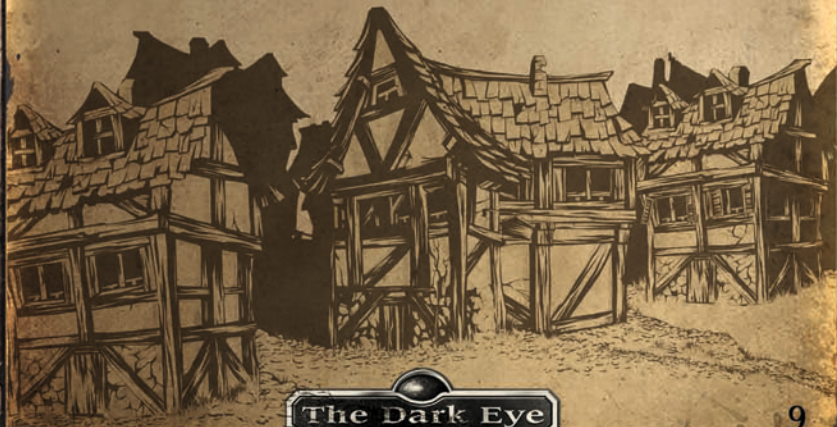
STARTING THE GAME

During the installation, you will be able to create a shortcut for the game on your desktop. If you have created this shortcut, you will be able to start the game by double-clicking it. It's not necessary for the game DVD to be in the drive to launch the game. You can also launch the game through the Steam application.

Through the Steam application you also have access to unlocked achievements and game updates. To play *Chains of Satinav*, you don't need to be connected to the internet. You can activate offline mode by selecting it from the Steam menu inside the Steam application.

UNINSTALLING THE GAME

To uninstall the game from your computer, launch the Steam application, right-click *Chains of Satinav* in the game library and select the option to "Delete Local Content".



МАІН МЕНУ

Upon starting the game, you will encounter the title screen, which allows you to start a "New Game", to "Continue" a game in progress or to launch the "Main Menu", where you'll have access to the following options.



RETURN TO GAME

If you have already started a game, you will be able to return to it here.

NEW GAME

This option allows you to start a new game. You have two options: A "casual adventure" with all help features activated and an extensive tutorial that explains the interface at the beginning, and a "challenge for the experience adventurer" that will put you right in the midst of the game. If you need some help with the first steps in the game, have a look at the "Getting Started" section at the back of this manual.

SAVEGAMES

This option takes you to the Load/Save menu, where you can save your game and load existing savegames.

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SETTINGS

In the Settings menu you are able to adjust various options to customize the game to your liking. Drag the appropriate sliders to adjust the volume of speech, music and sound effects, turn the help features on and off and select whether to display additional visual effects. You can also enable and disable dialogue subtitles and select whether to play in full screen or windowed mode.

EXTRAS

This menu allows access to unlocked bonus material. Have a look here as you progress through the game, and unlock video sequences to rewatch or achievements.

EXIT GAME

Leave the world of Aventuria and return to your desktop with this option.

HOW TO PLAY

The Dark Eye - Chains of Satinav is controlled with the mouse. The mouse cursor can be used to examine your surroundings, steer the protagonists through the world and interact with objects and other characters.

LEFT MOUSE BUTTON: The left mouse button serves to initiate most actions in the game. When you move the mouse cursor over a person or an object that can be manipulated (a "hotspot"), a small simple icon next to the cursor lets you see what the possible action is. Depending on the hotspot, this can be taking an object, talking to someone, examining something etc. By clicking the left mouse button, your character will perform the action. You can also use the left mouse button to skip dialogue lines (more info on that in the chapter "Dialogues").

Double-clicking the left mouse button on an exit, will take you right to the next screen, without having to wait for the character to make his way to the exit. When hovering the mouse cursor over an exit, it is marked by an arrow-shaped shard.

RIGHT MOUSE BUTTON: By pressing the right mouse button over a hotspot, you will examine it closely. The right mouse button can also be used to return objects to your inventory that you have picked up from there (for more information about that check out the chapter "Inventory").

MIDDLE MOUSE BUTTON/MOUSEWHEEL: If the option to display hotspots is activated (see more in chapter "Help Functions"), clicking the middle mouse button or mousewheel will display all hotspots and exits in a given screen.

SCROLLING THE MOUSEWHEEL: You can scroll through the objects in your inventory and any available spells by scrolling the mousewheel up and down and they will be attached directly to your mouse cursor.

МЕНЮ BAR

At the lower end of the screen you will find a menu bar if you move the cursor to the lower edge of your display.



In the middle of the menu bar you'll find the inventor, which is explained in detail further below. The menu bar also features the following buttons:

COG WHEEL: Opens the main menu. Select "Return to Game" to continue playing.

BOOK: This opens Geron's diary, where he collects all important facts as discovered in the course of the game. You will also find information on your current task. A map over on the right side shows you where in Aventuria your journey has currently taken you.

MAGNIFYING GLASS: If the option to display hotspots is activated (see more in chapter "Help Functions"), clicking this button will display all hotspots and exits in a given screen.

YELLOW JUG: Since Geron has latent magical abilities, he can enact a weak spell that is activated by this button. With it, he can destroy small, breakable objects made from, for example, clay, glass or ice from a distance, without touching them.

BLUE SHELL: When Geron is accompanied by Nuri, he can also use her Repair spell to put broken objects back together. All parts of a given object need to be present for it to be successful.

INVENTORY

All objects that are collected are automatically deposited in the inventory, which is found in the middle of the menu bar on the lower edge of the screen. There is no restriction to the amount of objects it can hold, so feel free to pick up everything along the way. The objects are represented by small icons, scroll through them with the arrows on either side.

To select an object, click it with the left mouse button. It will be attached to the cursor. Now you can combine it with another object in the inventory or with a hotspot by left-clicking on the hotspot or object. Right-click to deselect an object and place it back in the inventory. You can also select one of the spells to use it on an inventory object in the same manner.

Alternatively, you can use the mousewheel to scroll through all objects in your possession without opening the inventory.

The inventory and menu bar will be closed automatically when the cursor leaves the lower part of the screen.

HELP FUNCTIONS

HOTSPOT INDICATOR: This feature can be activated and deactivated in the "Settings" menu. When it is activated, you can press the Space bar, the middle mouse button, mousewheel or the Magnifying Glass icon on the menu bar to display all hotspots and exits in a given screen. Exits are symbolized by an arrow, hotspots by a glowing icon.

COMBINATION INDICATOR: When moving the mouse cursor over a hotspot after selecting an object from your inventory, the combination indicator will let you know whether combining the items at hand makes sense by lighting up. It will not light up if the respective combination is not relevant for progressing in the game. You can still try anyway, though. The combination indicator can be turned on and off in the "Settings" menu.

ACTION HINTS: If this feature is activated, the color of an object's name, when moving the mouse cursor over it, indicates whether there are still possible actions with this object that are relevant for progressing in the game.

Blue = You have not done anything with this object so far

White = There are still relevant actions for this object

Grey = There are no relevant actions for this object anymore

GAME MODES: At the beginning of the game, you will be able to choose whether to activate these help features ("casual adventure") or not ("challenge for the experienced adventurer"). You can still activate and deactivate these features at will in the "Settings" menu.

DIALOGUES



When you enter a conversation, the game will generally switch to a dialogue close-up. Here you are able to choose from different conversation topics shown at the bottom of the screen. If you hover the mouse cursor over a topic, it will be highlighted. Left-clicking it to make your choice. In dialogues you will receive important information for your adventure and new tasks that will be noted in your diary.

In order to skip through lines in a conversation, simply press the left or right mouse button, The bottom-most option will generally take you to the end of the conversation.

KEYBOARD CONTROLS

In addition to the mouse controls, there are a number of key commands that serve as shortcuts:

ESC: Opens and closes the main menu and skips cutscenes.

F1: Opens and closes the diary.

F5: Opens and closes the "Savegames" menu.

F8: Opens and closes the "Settings" menu.

F9: Saves a quicksave, overwriting any existing one.

F10: Loads a quicksave.

F11: Saves a PNG screenshot to the user folder.

F12: Saves a screenshot through Steam (standard Steam feature).

Enter: Skips dialogue line.

. (Dot) : Skips dialogue line.

Space: If the option to display hotspots is activated, will display all hotspots and exits in a given screen. Also pauses videos.

Left Arrow: Turns to previous page in the diary.

Right Arrow: Turns to next page in the diary.

M: Mutes and unmutes the game sound.

T: Switches between "speech only", "subtitles only" and "speech and subtitles".

+ (Plus): Increases the volume by 5%.

- (Minus): Decreases the volume by 5%.

GETTING STARTED

This guide is intended to give you a little help getting started in the game. Do not read it if you do not want any hints or spoilers regarding the first steps in the game!

Young trapper Geron sure didn't have this in mind: After years of conflict, peace between neighboring Nostria and his home of Andergast now seems withing grasp. As part of the festivities accompanying the visit of Nostria's queen, the king of Andergast has called upon his young citizens to take part in a cheerful quest. Geron takes part in the so-called Oak Leaf Quest, which tasks him with finding four metallic oak leaves. But just as he has found the third one and is close to completing the challenge, his competitors Olgierd and Ulfried strip him of the third leaf by force and he finds himself face down in a pig trough.



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Trying to talk his way out leads nowhere, so Geron grasps for a hammer lying nearby and tries to hit Ulfried with it, in order to free himself - but to no avail. With his last strength, he goes for a last-ditch effort to rid himself of the bullies. Since childhood, Geron has developed a latent magical ability, which he can utilize to break small objects with the force of his mind. He uses this spell on a wine-filled clay jar and it finally does cause Ulfried and Olgierd to let him get away.

Now Geron is faced with two tasks: He must find the fourth copper oak leaf, and a way to get the third one back from Olgierd.



After a short conversation with his mentor Gwinning, Geron takes the old man's walking stick, as well as two oak leaves from his bed downstairs. Leaving the house, he again comes face-to-face with his two bullies discussing where to find the next oak leaf that they need. Geron's plan is to get to their brass oak leaf before them to exchange it for the copper one that they took from him.

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If Geron comes closer to his two competitors they stop talking to prevent him from listening in though.

Geron goes through the door right next to them which leads him to a window overlooking the two. From this vantage point he can stealthily listen in on their conversation and catch them talking about the puzzle they need to solve: "In front of the castle stands a guard with his trousers and shirt, and in one of those two there's a leaf; I give you my word." The castle guard denies having the oak leaf on him, though.



Geron makes his way to the city's market square, which is decked out festively and filled with people. Market-woman Hilda is selling lottery tickets and musician Fredhelm is playing his fiddle. But something sticks out to Geron amongst the decorations – has someone hung out his washing to dry among the pennant banners? Indeed, there are a number of pieces of clothing hanging above the square and one of them is a shirt that looks much like the attire of the castle guards.

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Geron doesn't hesitate and uses the walking stick to pull down the shirt. Examining it closer, he indeed discovers a brass oak leaf hidden inside, which he can exchange against his own, after a short discussion with Olgierd.

Here ends our short introductory guide, now you are on your own. Enjoy a captivating adventure story filled with many surprising twists!

WEBSITE

On the official *The Dark Eye - Chains of Satinav* website, you will find up-to-date news, downloads and more about the game:
<http://www.chainsofsatinav.com>

Join the Daedalic forums to meet other players and get help with any questions regarding the game: <http://forum.daedalic.de>

INVISIBLE BIG CAT MODE

To unlock the big cat as a member of your party, you need to reach the orc camp with Geron. Ride the orc pony across the Blood Barrier mountain range to the East and stop at the third crossing to the North in the direction of Tiefhusen. Take a right turn behind the enchanted watering can. Once you have passed the brittle bridge and cast "Light in the Darkness" on the highest fir tree in the Elven glade, an almost indiscernable bright-red button will appear on the ground. Keep it pressed for three minutes while juggling all the balls in Geron's inventory. Warning: This will delete all savegames automatically!

**INVISIBLE
BIG CAT**

Upon restarting the game you will now be joined by a truly impressive Level 5 Invisible Big Cat that will accompany you. With the creature's help you might be able to change the fate of Aventuria fundamentally and once-and-for-all triumph over the blackpelts.

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In case of problems with the software, please contact support@daedalic.de

SUPPORT:

You got technical problems and need support? Please send an email with a detailed problem description to

support@daedalic.de

To help us finding a solution to your problem, please attach a list of your hardware, including type and model of your sound and graphic card. If possible, please attach a copy of the DXDiag report of your computer. To make one, open up the command window by simultaneously pressing „Windows“ and „R“ keys, type in „dxdiag“ and confirm by pressing enter.

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